ADVANCED DUNGEONS & DRAGONS™

FIGHTING WHEEL™

GAME AID

Designed by Tom Kirby
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No 1 Fighters, Paladins, Rangers and Bards

How to use the Wheel

1. Find the level appropriate to the Fighter for whom combat is to be resolved.
2. Rotate the outer wheel until the level you have found points to the weapon being used.
3. Read the To Hit value printed on the outer wheel and use the weapons bonus from the inner wheel where needed. The bonus applies to the opponent's armour type unmodified by Dexterity or Magic. There is no bonus against monsters not wearing armour. (See DMG p28)
4. The damage done is then calculated from the figures shown beneath the name of the weapon.

Key

In the missile section of the Wheel you will find information about attacks per round and range rather than speed and space required. The 4 lignes are from left to right: No of attacks, Short range, Medium range, Long range

Notes

1. Rangers add their level to damage done against Giants and giant class creatures.
2. Bards may only use: club, dagger, dart, javelin, sling, scimitar, spear, staff, and bastard, broad, long or short swords.
3. Missile to hit scores are at short range. At medium range use –2 and at long range –5. Weapons bonuses for missiles against armour types apply, and are further modified by –1 at medium range and –2 at long range. Thus a missile thrown against plate mail (AC3) at long range is at –7, against a Lama (AC3) it is at –5.
4. Fork, glaives, javelin and spear all do double damage to large creatures when set to receive their charge. Note that a javelin is normally only used as a missile.
5. Spear does double damage against all opponents when set against their charge.
6. Lances do double damage when used on a charging mount.
7. Short sword includes all pointed cutting and thrusting weapons with a blade length of 16" to 24".
8. Treat bastard sword as a long sword when used one-handed.

Other Weapons

The wheel can be used for other weapons as follows:

New Weapon	Use
Bill	Guisarme
Bill Hook	Guisarme
Bohemian Ear Spoon	Partisan
Chauves Souris	Ranseur
Corsesque	Spetum

New Weapon	Use
Couteaux de Breche	Glaive
Cutlass	Scimitar
Godentag	Morning Star
Holy water sprinkler	Morning Star
Lochaber Axe	Guisarme-Voulge
Korseke	Spetum

New Weapon	Use
Ranseur, Fhorica	Ranseur
Roncie, Runka	Ranseur
Sabre	Scimitar
Scorpion	Bill-Guisarme
Sickle-sword	Scimitar
Tulwar etc.	Scimitar

APPENDICES

A To Hit modifiers

Backstabbing	+4	Gnome v kobolds etc	+1	Invisible opponent	–4	Scare	–1
Bless	+1/–1	Halo *(amulet/on)*	+2	*Light*	–4	*Slowed opponent*	+4
Bless	–1/–2	*Holy word*	–4/–2	Off balance opponent	+2	Stunned opponent	+4
Chant	+1/–1	Immobile opponent (partial)	+4	*Pain (symbol)*	–4	2 weapons, prime	–2
Charge	+2	(complete)	aut	*Prayer*	+1/–1	2 weapons, 2nd	–4
Dwarf v Orc etc	+1	*Improved invisibility*	–4	*Protection from evil*	–2		
Giant v small	–4	Intoxication, moderate	–1	Rage *(monster)*	+1		
		Intoxication great	–5	Rear attack	+2		

See spell descriptions in PH for variable effects

B Damage modifiers

Chant	+1/–1	Monk with weapon	+½ lvl of monk	*Tenser's Transformation*	+2
Hate	+2	*Prayer*	+1/–1	Thief/Assassin backstab	x2 etc
Immobile opponent	max	Rage	+3	Weapon set	x2 (See Note)

C Armour Classes

AC	Type of armour
10	None
9	Shield only
8	Leather or padded armour
7	Leather or padded + shield/studded leather/ring mail
6	Studded leather or ring mail + shield/scale mail
5	Scale mail + shield/chain mail
4	Chain mail + shield/splint mail/banded mail
3	Splint or banded mail + shield/plate mail
2	Plate mail + shield

D Armour Class modifiers

Charge	No Dex bonus
Flank attack	No Dex bonus
	No shield
Great Helm	AC –1 on head
Large missiles	No Dex bonus
Magical attacks (general)	No Dex bonus
Otto's *Irresistible Dance*	AC –4
Rear attack	No Dex bonus
	No shield
Tenser's Transformation	AC –6

E Protection from Missile fire

In this section 'cover' refers to the protection afforded by deliberately hiding from an adversary; concealment refers to that afforded by using local materials to make your character harder to hit whilst approaching (or retreating from) combat

Condition		AC Bonus
Cover	25%	+2
	50%	+4
	75%	+7
	90%	+10
Concealment	25%	+1
	50%	+2
	75%	+3
	90%	+8

F Fighter's progression

The Combat Results table in the Dungeon Masters Guide is designed to allow a Fighter to increase his chance to hit by 5% each time he gains a level. If you want to make use of this facility simply subtract 1 from the Fighter's requirement To Hit when the character is at levels 2 4 6 8 10 12 14 or 16

G Weapon Proficiency

Class	Initial No. of Weapons	Non-proficiency penalty	Extra weapons / level
Assassin	3	–2	1 / 4
Cleric	2	–3	1 / 6
Druid	2	–4	1 / 6
Fighter	4	–2	1 / 3
Illusionist	1	–5	1 / 6
Magic user	1	–5	1 / 6
Monk	1	–3	1 / 2
Paladin	3	–2	1 / 3
Ranger	3	–2	1 / 3
Thief	2	–3	1 / 4

H Parrying

During melee an option is to parry the opponent's blow. In so doing the attack that round is sacrificed. Parrying allows you to subtract the To Hit bonus due to your character's strength score from the opponent's To Hit number

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FANTASY ADVENTURE GAME

DAGGER
CLUB
FAUCHARD
FAUCHARD-FORK
FIST
FLAIL, FOOTMAN'S
FLAIL, HORSEMAN'S
FORK, MILITARY
GLAIVE
GUISARME
GLAIVE-GUISARME
GUISARME VOULGE
HALBERD
HAMMER
HAMMER, LUCERN
JO STICK
LANCE (LIGHT HORSE)
LANCE (MEDIUM HORSE)
LANCE (HEAVY HORSE)
MACE, FOOTMAN'S
MACE, HORSEMAN'S
MORNING STAR
PARTISAN
PICK, MILITARY, FOOTMAN'S
AXE, BATTLE
AXE, HAND
BARDICHE
BEC DE CORBIN
BILL-GUISARME
BO STICK
BONUS
AC
LEVEL
0
1–2
3–4
5–6
7–8
9–10
11–12
13–14
15–16
17+